

U.S. Patent Application Serial No. 10/783,767
Amendment Dated February 15, 2008
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Remarks/Arguments begin on page 6 of this paper.

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listing, of claims in the application:

Listing of Claims:

1. **(Previously Presented)** A method of resource lookup comprising:

2 generating a code by compiling an application source file and a project file of the
application source file;

4 receiving a resource identifier from the application source file indicating a resource to be
utilized by the application, wherein the resource identifier does not indicate a protocol or a
6 location for the resource;

8 locating the resource based on the resource identifier and the code generated during
compilation of the application; and

 returning the resource to the application.

2. **(Previously Presented)** The method of claim 1, wherein receiving the resource
2 identifier from the application source file comprises receiving the resource identifier via an
Application Program Interface.

3. **(Original)** The method of claim 2, wherein the resource identifier is a string
2 representing a name of the resource.

4. **(Original)** The method of claim 1, wherein the code generated during compilation of
2 the application comprises a switch statement having one or more cases.

5. **(Original)** The method of claim 4, wherein each case of the switch statement
2 comprises resource information identifying the resource indicated by the resource identifier.

6. **(Original)** The method of claim 1, wherein returning the resource to the application
2 comprises returning an object that is an instance of a class of the resource.

7. **(Original)** The method of claim 1, wherein returning the resource comprises returning
2 an open stream to the resource.

8. **(Previously Presented)** A system for resource lookup comprising:

2 a processor; and

4 a memory coupled with and readable by the processor and containing a series of
instructions that, when executed by the processor, cause the processor to generate a code by
compiling an application source file and a project file of the application source file and to receive
6 a resource identifier from the application source file indicating a resource to be utilized by the
application, wherein the resource identifier does not indicate a protocol or a location for the
8 resource, and to locate the resource based on the resource identifier and the code generated
during compilation of the application, and return the resource to the application.

9. **(Previously Presented)** The system of claim 8, wherein receiving the resource
2 identifier from the application source file comprises receiving the resource identifier via an
Application Program Interface.

10. **(Original)** The system of claim 9, wherein the resource identifier is a string
2 representing a name of the resource.

11. **(Original)** The system of claim 8, wherein the code generated during compilation of
2 the application comprises a switch statement having one or more cases.

12. **(Original)** The system of claim 11, wherein each case of the switch statement
2 comprises resource information identifying the resource indicated by the resource identifier.

13. **(Original)** The system of claim 8, wherein returning the resource to the application
2 comprises returning an object that is an instance of a class of the resource.

14. **(Original)** The system of claim 8, wherein returning the resource comprises
2 returning an open stream to the resource.

15. **(Currently Amended)** A ~~tangible~~-machine-readable storage medium encoding a
2 computer program of instructions for executing a computer process for resource lookup by a
computer system, said computer process comprising:

4 generating a code by compiling an application source file and a project file of the
application source file;

6 receiving a resource identifier from the application source file indicating a resource to be
utilized by the application, wherein the resource identifier does not indicate a protocol or a
8 location for the resource;

10 locating the resource based on the resource identifier and the code generated during
compilation of the application; and
returning the resource to the application.

16. **(Currently Amended)** The ~~tangible~~-machine-readable storage medium of claim 15,
2 wherein receiving the resource identifier from the application source file comprises receiving the
resource identifier via an Application Program Interface.

17. **(Currently Amended)** The ~~tangible~~-machine-readable storage medium of claim 16,
2 wherein the resource identifier is a string representing a name of the resource.

18. **(Currently Amended)** The ~~tangible~~-machine-readable storage medium of claim 15,
2 wherein the code generated during compilation of the application comprises a switch statement
having one or more cases.

19. **(Currently Amended)** The ~~tangible~~-machine-readable storage medium of claim 18,
2 wherein each case of the switch statement comprises resource information identifying the
resource indicated by the resource identifier.

20. **(Currently Amended)** The ~~tangible~~-machine-readable storage medium of claim 15,
2 wherein returning the resource to the application comprises returning an object that is an instance
of a class of the resource.

21. **(Currently Amended)** The ~~tangible~~-machine-readable storage medium of claim 15,
2 wherein returning the resource comprises returning an open stream to the resource.